ESCAPE FROM FANTASY

- STRATEGY
- MAPS
- LOCATIONS
- DEVELOPER WIREMAPS
- DRAWN LAYOUTS

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DEVELOPER'S OFFICIAL GUIDE

ESCAPE FROM FANTASY

STRATEGY MAPS LOCATIONS

EVERYONE E CONTENT RATED BY ESRB

Includes Poster!

ESCAPE FROM FANTASY

Developer's Official Guide

Escape From Fantasy Guide

Tyler Sakata

Richmond, Virginia 23220,
2005

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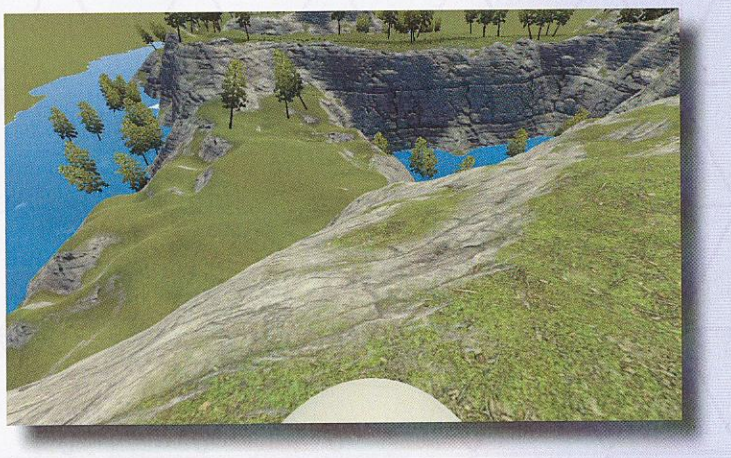
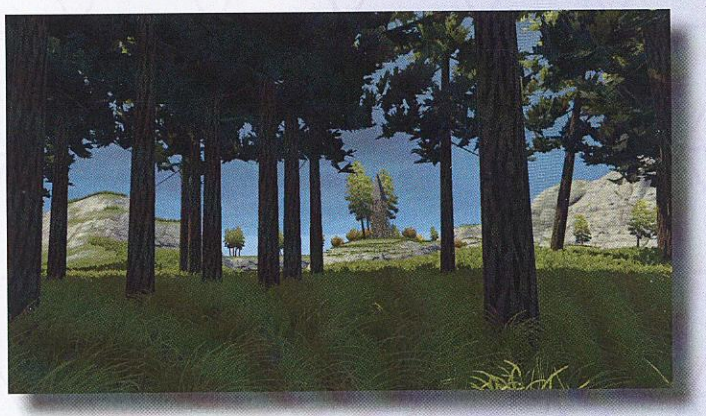
INTRODUCTION



This game is a slow-paced fantasy adventure RPG where you explore a vast, mysterious world on foot. As you wander through cliffs, forests, and ancient ruins, you uncover fragments of a forgotten realm — hints of magic, lost civilizations, and the legends that shaped them. There's no rush or strict path to follow; the journey is about discovery, atmosphere, and the quiet sense of wonder that comes with exploring a world once ruled by fantasy.



spawn point perspective

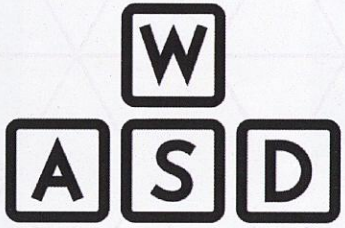
When the player first enters Escape from Fantasy, they are placed in a world that looks familiar. Green hills, solemn forests, quiet light. But something feels wrong. The scene is peaceful, yet empty, as if the world itself has forgotten why it was created.

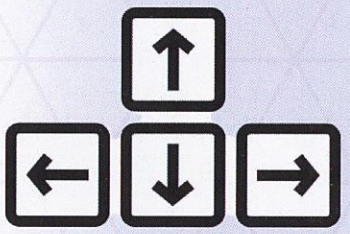
The player is left to wander. The environment feels like a once-living myth, a space that remembers what fantasy used to mean, but can no longer perform it fully.

This opening moment sets the tone for everything that follows. Escape from Fantasy is not about heroism or victory. It is about absence about the silence left behind when imagination is replaced by simulation and monotony.

BASICS

MOVMEMENT





SPRINT

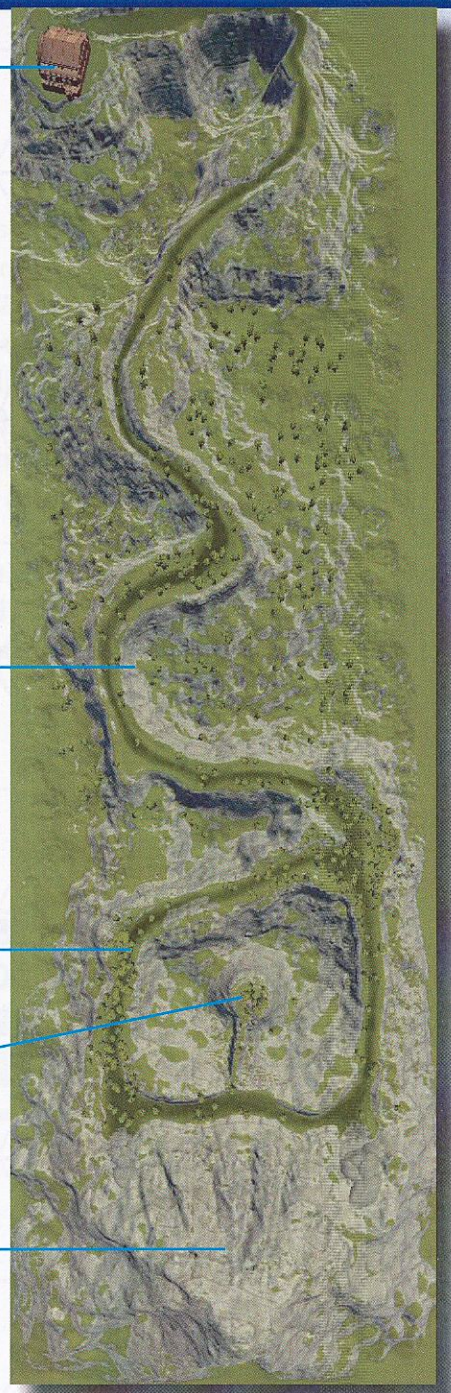
JUMP

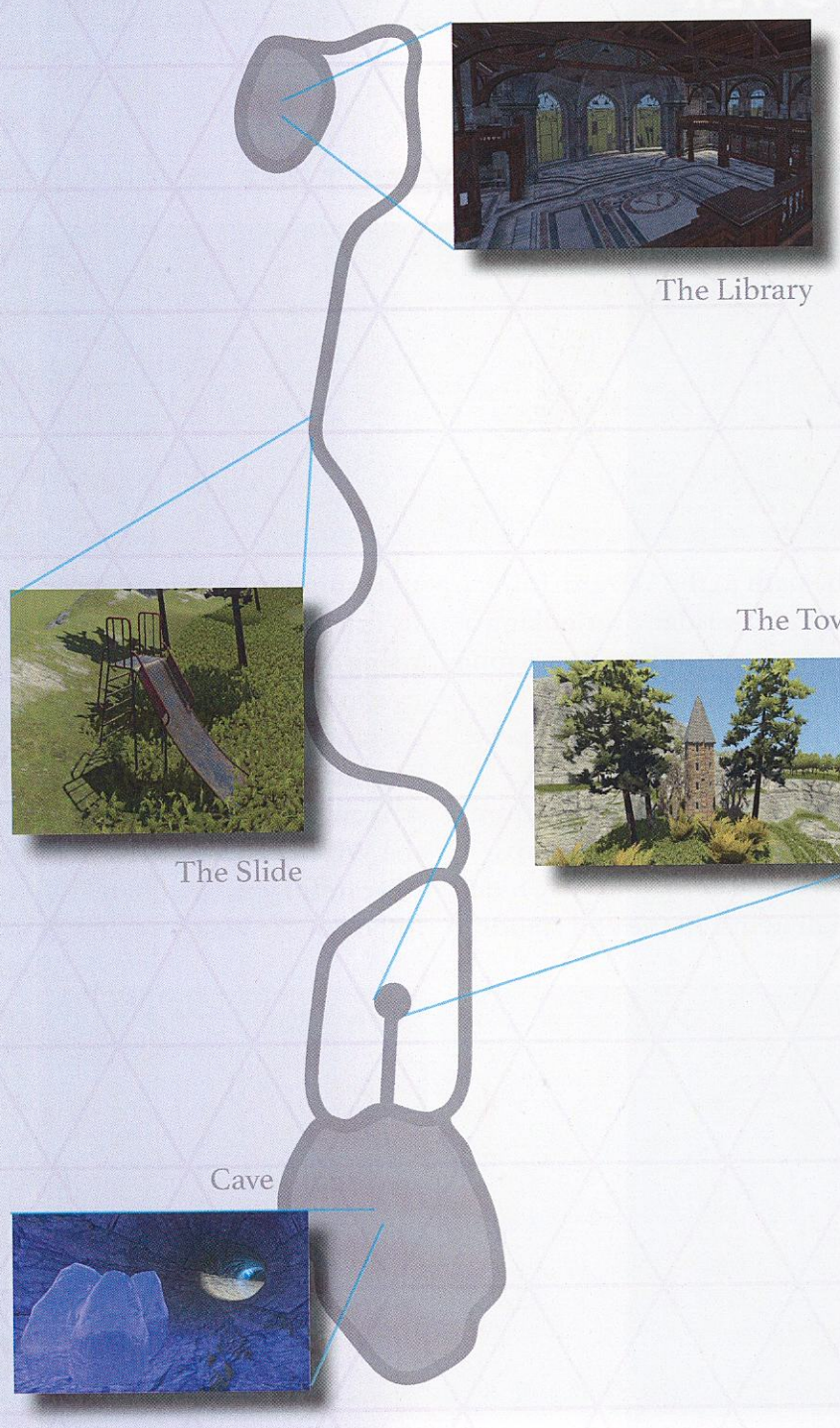
In this setup, the player moves at a calm walking speed of 5.0 and can sprint up to 12.0 for a faster, more dynamic feel. Sprinting transitions smoothly rather than snapping, and jumping has a base velocity of 4.5, slightly boosted when sprinting to give a sense of momentum and lift. While airborne, movement control is reduced, making the character feel heavier and more grounded. Subtle effects like head bobbing and a small FOV increase during sprinting enhance realism and motion.

Jumping adds only upward velocity and doesn't improve horizontal speed — it simply preserves whatever walking or sprinting speed the player had before leaving the ground.

DUE TO IN-GAME PHYSICS LOGIC, JUMPING WHILE SPRINTING DOES NOT INCREASE COMBINED SPEED!

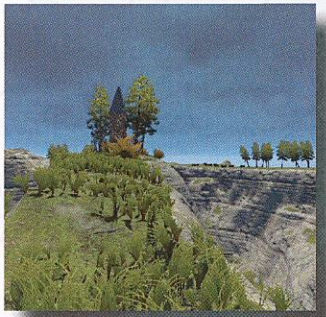
WORLD MAP

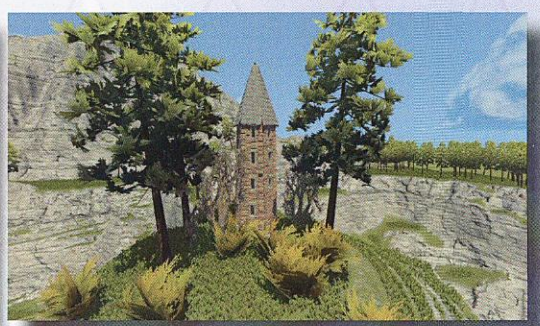

The Library
The Slide
Spawnpoint
The Wizard Tower
Cave


The Library
The Tower
The Slide
Cave

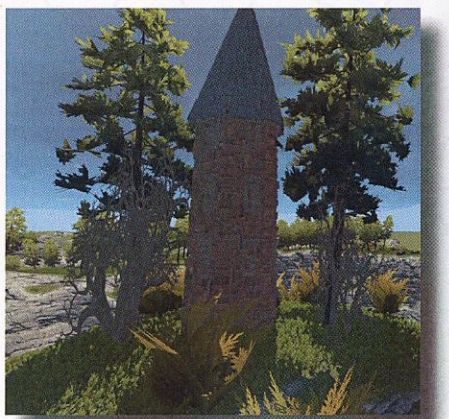
TOWER

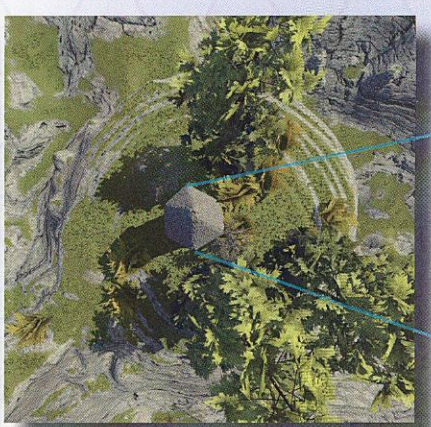
OVERVIEW





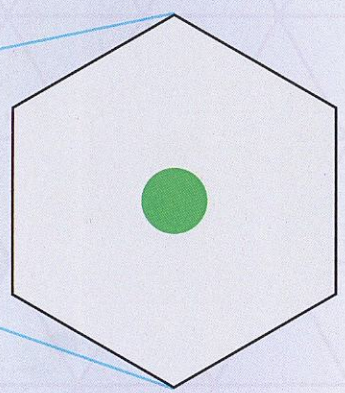
The path to the Wizard Tower is a narrow ridge overlooking a steep canyon, where one wrong step can send you falling. The ground is uneven and slippery with loose stones, so move slowly and clear enemies from afar. Sparse trees and shrubs offer some cover and may hide small items. At the end stands the crumbling Wizard Tower, its brick walls and pointed roof rising above the cliffs approach carefully, as foes near the entrance can spot you easily. The main obstacle is the narrow walkway on the way to the Wizard Tower. If you're not too careful you can fall off the hitbox of the ledge.

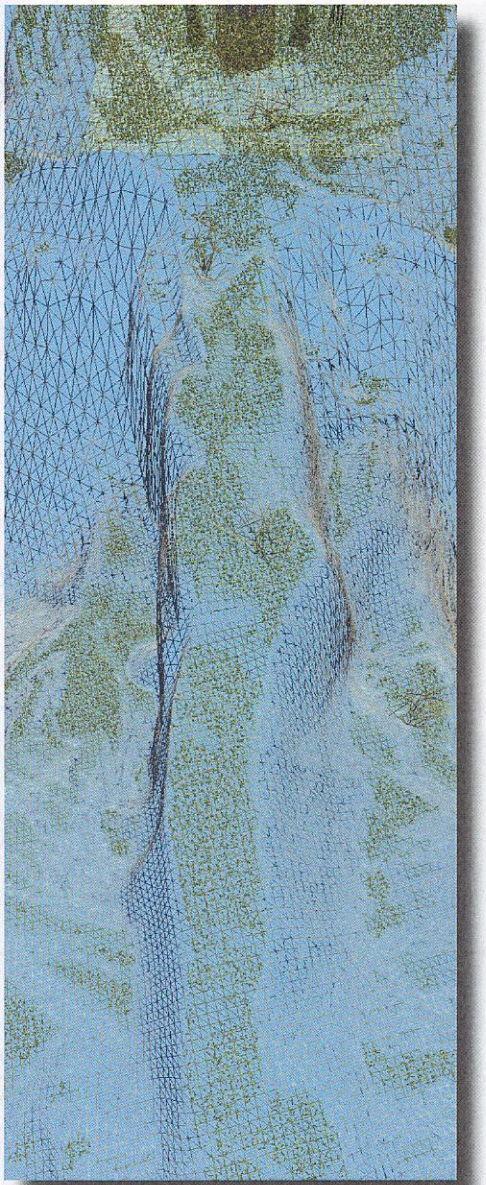




TRAVERSING THE TOWER

The ridge leading up to the Wizard Tower is extremely unstable, as shown by the hitbox mesh. The surface is uneven and narrow, with steep drops on both sides and jagged slopes that can easily throw off your balance. The path twists slightly and rises toward the tower, with several small dips and side angles that can cause you to slide if you move too quickly or jump carelessly. To cross safely, stay centered on the main ridge line and avoid the edges. Move slowly, using controlled steps.

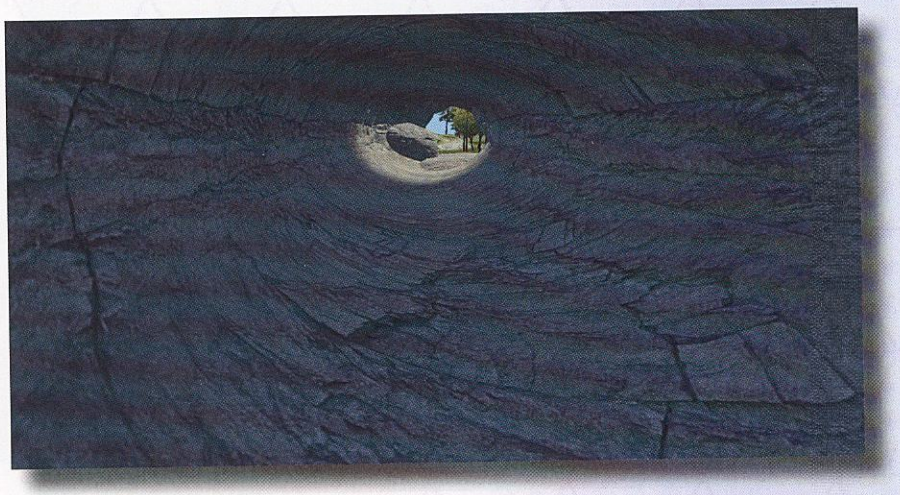




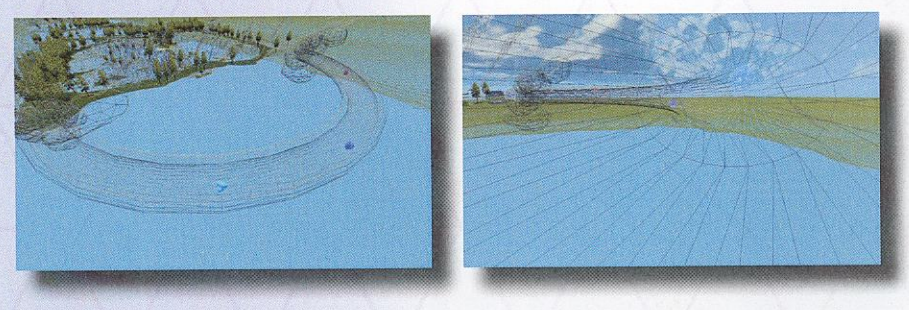
CAVE

OVERVIEW

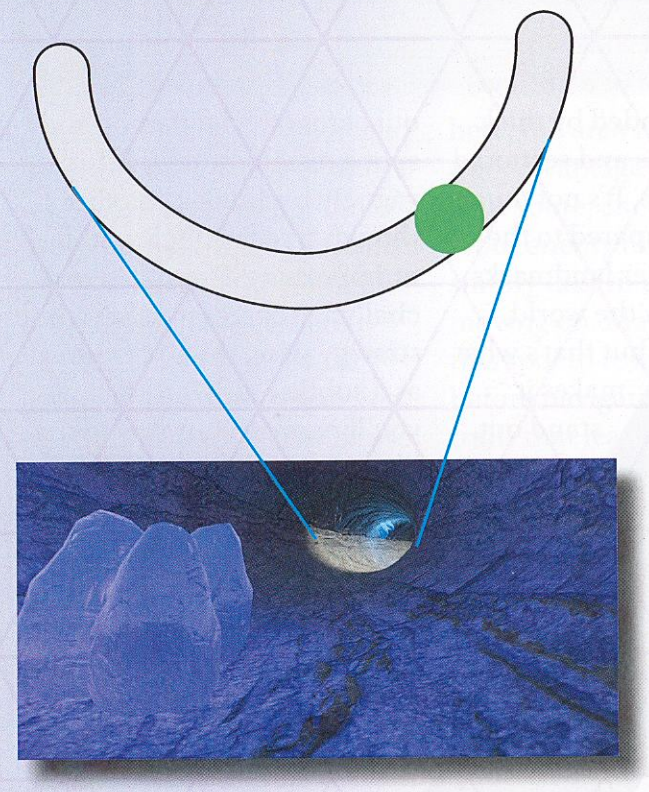
The Mountain Cave sits quietly to the left of spawn, carved into the rock at the base of the cliffs. It's easy to miss if you're rushing toward the Wizard Tower, but worth exploring early on. The cave is short and straightforward , a winding tunnel with smooth stone walls and a faint blue glow from the crystals deeper inside. Strategy-wise, it's considered an easier route compared to the tower: there are no steep drops or tight ledges to navigate, and visibility is good thanks to the natural light reflecting off the crystals. Still, move carefully — the floor can be uneven, and the confined space limits your movement if you're forced to retreat. Use slow, deliberate steps and keep your camera low to spot openings or collectible items hidden along the rock surface. Many players recommend tackling the Wizard Tower first, as its higher vantage point makes navigation easier afterward. However, if you want a calm, low-risk area to get a feel for the game's terrain.



WIREMAP

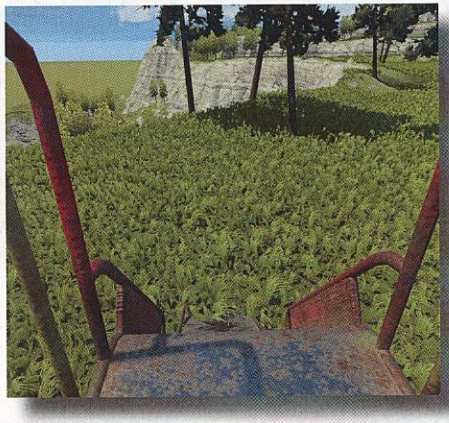


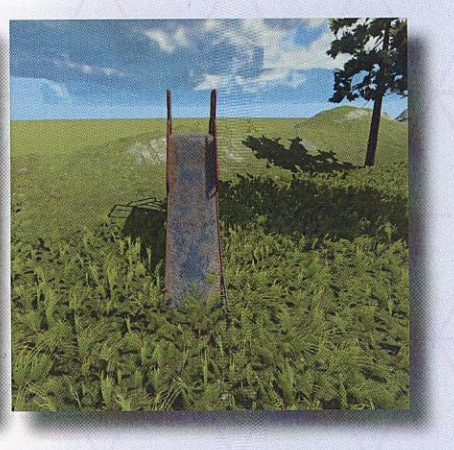
The structure of the cave is a semi circle. Towards the center of the tunnel you come across gemstones. The purple gemstone marks the halfway point of the structure.



SLIDE

OVERVIEW

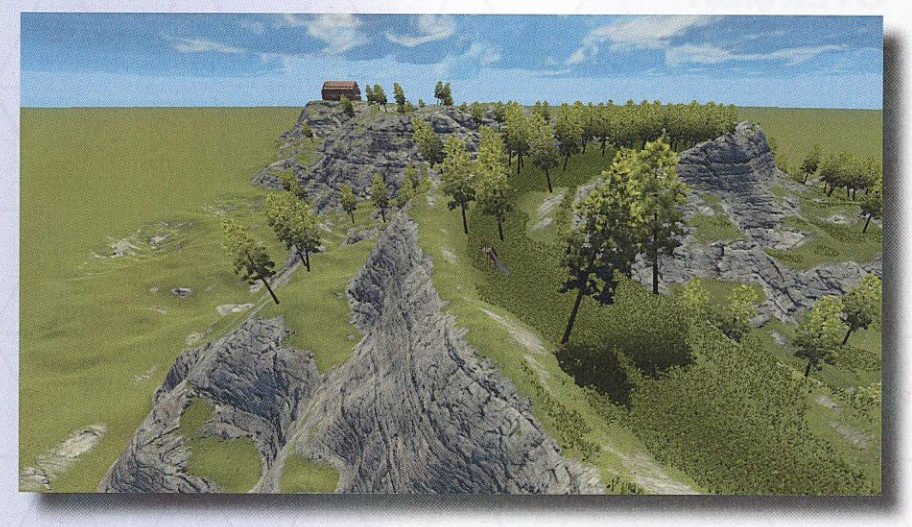




This small, rusted slide sits quietly at the edge of a hill, surrounded by thick grass and scattered trees. It's not much compared to the other landmarks in the world, but that's what makes it stand out.

It feels strangely forgotten. From the top, you can look out across the landscape and spot a distant building that vaguely resembles an office, though it seems lifeless and unimportant. There's no real challenge or treasure here, but strategy-wise, the slide serves as a subtle marker a place you'll pass on your way to the library, signaling that you're moving in the right direction through the wilderness.

MAP MIDPOINT



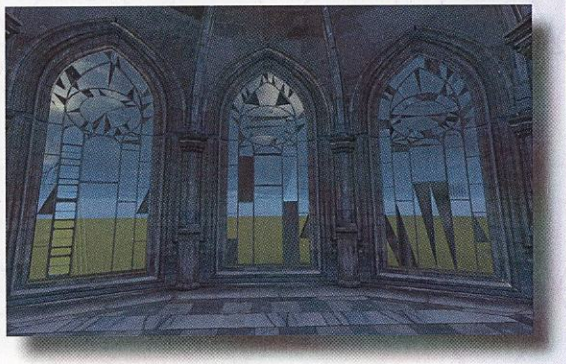
Though it looks unimportant, the Rusted Slide Overlook serves as a quiet midpoint between the lower valley and the path toward the library ruins. Its small, weathered frame marks a brief pause in the terrain, safe, open clearing surrounded by dense foliage. From the top of the slide, you can see much of the surrounding map, including the ridge that leads back to the Wizard Tower and, faintly in the distance, a structure that resembles an office building.

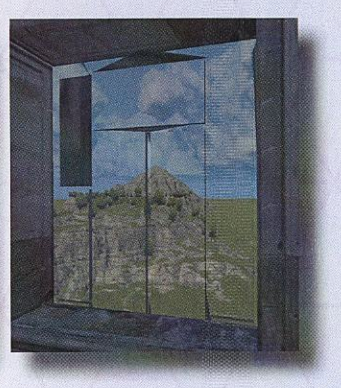
here, the area's height gives you a good vantage point to plan your route, check your bearings, scout enemy movement, or simply take in the view before moving on. Many players use this spot to reset and reorient before navigating the tighter trails that lead deeper into the forest and toward the library.

LIBRARY

OVERVIEW

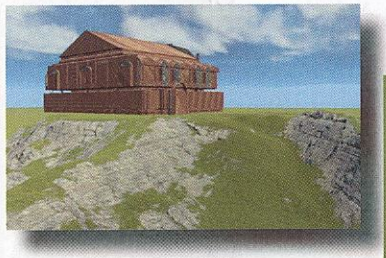
The Library is typically the last structure that the player encounters on their jounrney. It is the furthest away from spawnpoint, on the opposite side of the map.



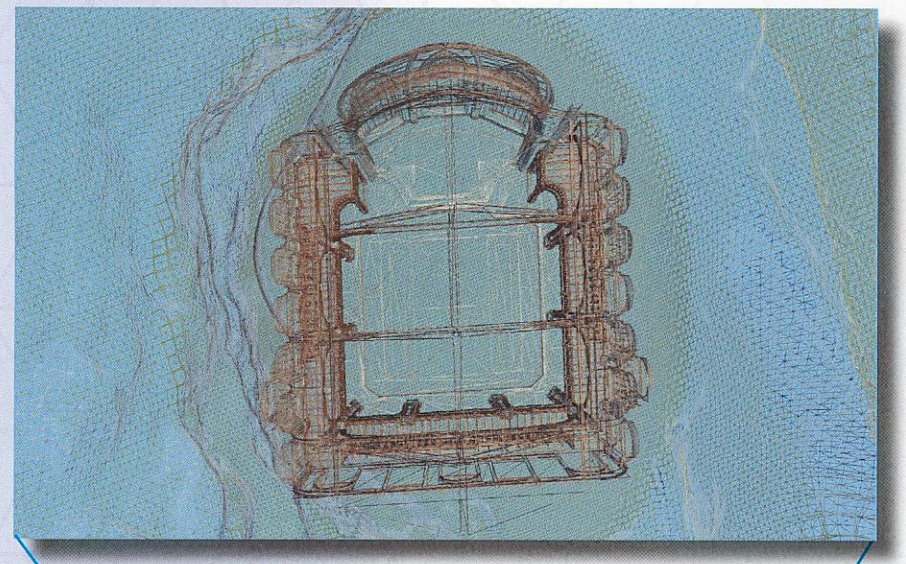


TREKKING THE LIBRARY

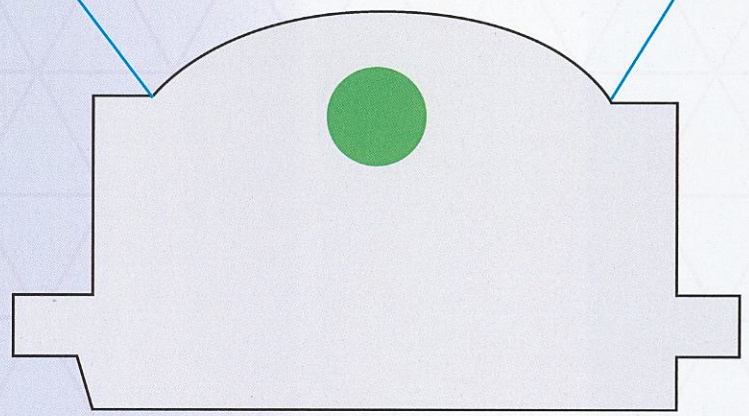
There is a narrow cliff, similar to the cliff on the wizards tower. Move slowly, and if you fall, fall towards the exterior of the map as trekking back to the path is easier than from the divot in the middle of the map.



WIRE MAP



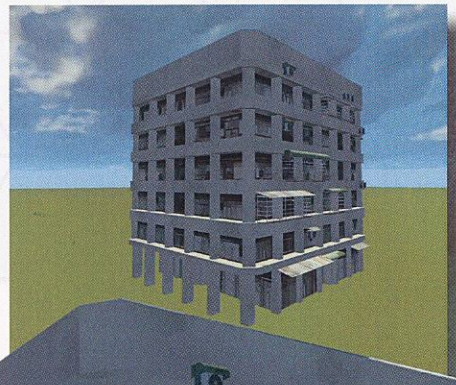
bird's eye view of the wire mapped library

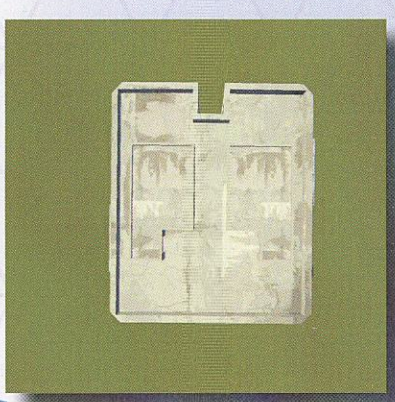


REALITY

OVERVIEW

At the end of the game, if the player still continues to explore the map, they will realize that there is still one structure that remains unvisited— Reality. It exists outside of the conventional boundaries of the map, and acts as the last location the player visits. If you get off the slide and go directly straight, you will reach Reality.





If you sprint for around 5 minutes you will reach the building. The quickest way to get there is to go down the hill at the intersection of the three paths on the way to the slide.

MAP

The building is around the distance from spawn to the Library.